



JAMES WESTON

3D ASSET ARTIST

INFO

Name

James Alexander Weston

Location

Vancouver, BC, Canada

Email

james-weston@hotmail.co.uk

Website

www.jaweston.com

Social

LinkedIn

www.linkedin.com/in/james-weston-033a0aa4/

Vimeo

www.vimeo.com/user46557234

INSTAGRAM

www.instagram.com/jaweston_vfx/

Showreels

3D Assest Reel

www.jaweston.com/showreel

OR

www.vimeo.com/368553005








RELEVANT WORK EXPERIENCE

PRESENT	DNEG, Vancouver <i>Build TD</i> <i>As a result of my additional Houdini modelling skill set, I am often called into asset methodology/ technical meetings to discuss if or how Houdini could be beneficial on larger and more complex asset builds. I have also been able to bridge asset builds previously built by FX or environments which has led to a more efficient workflow between departments as well as relieving some of the pressure which ensures that the assets get delivered correctly and at the quality that is expected from a build department asset.</i>
OCT - 2021	Framestore IA, London 6 Months <i>3D Modelling & Texture Artist</i> <i>At Framestore IA I was brought on as a result of my tool creation and procedural workflow in Houdini, as well as my main tasks which include hard-surface modeling and texturing. I create and develop HDA's for an efficient workflow which improves the overall quality of my work by creating custom tools which allows for extremely high levels of details on my assets in a far shorter time.</i>
APR - 2021	One Of Us, London 1 Year <i>3D Asset Artist</i> <i>I joined One Of Us as an asset artist. My tasks include modeling and texturing of props and environments. During my time I have developed new techniques including procedural modelling methods for faster and more efficient modeling.</i>
APR - 2020	The Mill, London 2 Year, 1 Month <i>3D Generalist</i> <i>As a generalist I got hands on with all aspects of the pipeline from previs to asset creation then finally lighting and rendering of final shots. During my time at The Mill my asset creation skills started to get noticed by my supervisors and as a result I was mainly tasked on asset creation which included anything from creating creatures to full scale environments.</i>
MAR - 2018	The Mill, London 7 Months <i>Runner</i>

EDUCATION

2014-2017	Teesside University, Middlesbrough <i>BA (Hons) Computer Animation & VFX</i> <i>First Class Honours</i>
2012-2014	Wyke Sixth Form College, Hull <i>A-Levels</i> <i>Computing: D* (Distinction Star)</i> <i>Graphic Design: B</i> <i>Media Studies: B</i>
2007-2012	Cottingham High School, Cottingham <i>GCSE</i> <i>8 GCSEs ranging from A-C including, English, Maths, Art and ICT</i>

MAIN SOFTWARE USED

 Marvelous Designer	 ZBrush	 Houdini	 Maya
 Substance Designer	 Substance Painter	 Mari	 Photoshop

HOBBIES AND ACHIEVEMENTS

O2 Media Awards - Emerging Talent Runner Up 2013 <i>-I was invited to this awards evening for an animated short film I created for my A-Level media project.</i>
Hockey <i>-Chairman for Teesside University Mens 1st Hockey Team.</i> <i>-Qualified for a Junior Regional Performance Centre selection event for Yorkshire.</i> <i>-Current player for Waltham Forest Hockey Club.</i>
Cycling <i>-Took part in cycling events at Teesside University.</i> <i>-Regularly road and mountain biked in my spare time.</i>